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| **COLEGIO COLOMBO BRITÁNICO**  **SCHOOL YEAR 2013-2014**  **LEARNING EXPERIENCE PLANNER** | | | | | | | | | | | |
| **Grade:** Kinder | | **Unit:Who we are - Discipline specific Subject - Maths** | | | | | **Driving  Supporting** **Discipline-Specific** | | | | |
| **Modality**  Visual  Kinaesthetic  Auditive | **Style**  Mastery  Understanding  Interpersonal  Self-expressive | | **Intelligences** | | | | | **ASSESSMENT**  DiagnosticFormative Summative | | | |
| Visual-Spatial  Verbal-Linguistic  Kinaesthetic  Logical-Mathematical | | Musical  Interpersonal  Intrapersonal  Naturalistic | | | **Strategies**  Observation  Performance Assessment  Process-focused  Selected response  Open-ended Task  Other | | **Tools**  Rubric  Exemplars  Checklist  Anecdotal Records  Continuum  Other | |
| **Achievement Indicators:**   * the attributes of objects in our surroundings and which of them can be measured * the relationship between comparing and ordering objects according to attributes * the way I estimate, compare and measure using non-standard units in order to solve daily life situations | | | | | | **Skills:** observing, thinking. | | | | | |
| **Materials: Video, Maths Game (Dice, buzz off), number cards** | | | | | | **Grouping**  Individual  Pairs  Small group  Half group  Whole group | | | **Co-teaching** | | |
| **Whole group**  One teach-one drift  One teach-one observe  One teach-one assist  Team-teaching | | **Small Group**  Alternative  Parallel  Stations |
| **Date: Week 9 Oct. 15-Oct.18** | | | | **Time: 45 min.** | |
| **Description** | | | | | | | | | | | |
| **Opening:** Teachers will take students watch a video at Sidey Office. It will be put on the desktop of the computer.  **Provocation: (25 minutes)**  Children will watch videos where people are having difficulties getting through or in a space. | | | | | | | | | | | |
| **Main Activity:** The teachers will go back to the classroom and do counting games; Whole or half groups  **\*Buzz Off: We can play using number teens,**  **\*Dice: Using teen’s number, according to the number that comes out students must clap, jump, hop, or look for the amount.**  **\*Memory game with numbers from 7 to 20 (according each class needs)**  **\* Children show numbers with their fingers, as the teacher says. In pairs, make big numbers**  **\*** **Put a name to each team, one of each team stands up, the teacher will show one # card and the one that answers first win, giving a point to the team. For higher students, show numbers bigger than 30.** | | | | | | | | | | | |
| **Tier 1:** | | | | | | | | | | | |
| **Tier 2:** | | | | | | | | | | | |
| **Tier 3:** | | | | | | | | | | | |
| **Closing:** | | | | | | | | | | | |